



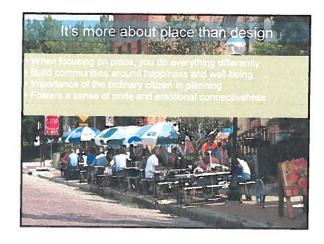


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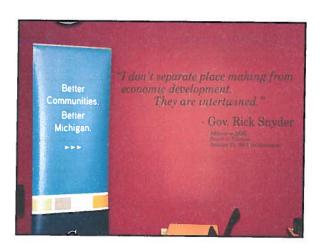








Placemaking & The Power of 10	
 Any great place needs 10 reasons to be there of 10 things to do (i.e. art. music, food, seating, playground) The Power of 10 ultimately relates to goals of variety and choice 	r
Can use regionally, community-wide, in neighborhoods	
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Center for 21st Century Communities – 21C3

Physical Design & Walkability Messaging & Technology



